IN THE CLAIMS:

Please amend the claims as indicated below.

1.   (Currently Amended) A method for selecting digital content for broadcast
delivery to multiple users, said method comprising the steps of:

identifying content of interest to multiple users; and

broadcasting said content of interest to multiple users for storage in a
client-side cache, wherein said broadcast of said content is prioritized based on a hit rate
of said content and wherein said hit rate is a ratio of a number of hits per unit of time.

2.   (Original) The method of claim 1, wherein the step of identifying content
of interest to multiple users further comprises the step of statistically analyzing recent
user requests for content.

3.   (Original) The method of claim 1, wherein the step of identifying content
of interest to multiple users further comprises the step of analyzing a user profile for each
of said users.

4.   (Original) The method of claim 1, wherein the step of broadcasting said
content further comprises the step of broadcasting said content of interest to said plurality
of client-side caches until an estimated client-side cache size limit is reached.

5.   (Currently Amended) A method for selecting digital content for broadcast
delivery to multiple users, said method comprising the steps of:

specifying a server cache size limit;

identifying content of interest to multiple users;

limiting said content of interest to said server cache size limit; and

broadcasting said content of interest to multiple users for storage in a
client-side cache, wherein said broadcast of said content is prioritized based on a hit rate
of said content and wherein said hit rate is a ratio of a number of hits per unit of time.

6.   (Original) The method of claim 5, wherein the step of identifying content of interest to multiple users further comprises the step of statistically analyzing recent user requests for content.

5   7.   (Original) The method of claim 5, wherein the step of identifying content of interest to multiple users further comprises the step of analyzing a user profile for each of said users.

8.   (Currently Amended) A method for selecting digital content for broadcast

10   delivery to a plurality of client-side caches, said method comprising the steps of:

specifying an estimated client-side cache size limit;

identifying content of interest to multiple users;

broadcasting said content of interest to said plurality of client-side caches until said estimated client-side cache size limit is reached, wherein said broadcast of said

15   content is prioritized based on a hit rate of said content and wherein said hit rate is a ratio of a number of hits per unit of time; and

waiting for a drain interval when said estimated client-side cache size limit is reached.

20   9.   (Original) The method of claim 8, wherein the step of identifying content of interest to multiple users further comprises the step of statistically analyzing recent user requests for content.

10.   (Original) The method of claim 8, wherein the step of identifying content

25   of interest to multiple users further comprises the step of analyzing a user profile for each of said users.

11.   (Currently Amended) A method for storing digital content in a client-side cache, said method comprising the steps of:

receiving content broadcast from a central server, wherein said broadcast of said content is prioritized based on a hit rate of said content <u>and wherein said hit rate is a ratio of a number of hits per unit of time</u>;

storing said received content in said client-side cache if said content is of

5   interest to a user;

determining if requested content is in said client-side cache before requesting said content from a remote source.

12.   (Previously Presented) The method of claim 11, wherein said step of
10 storing said received content compares a category of said received content to one or more categories selected by said user.

13.   (Original) The method of claim 11, wherein said step of storing said received content if said content is of interest to a user evaluates a user profile.

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14.   (Original) The method of claim 11, further comprising the step of requesting said content from an edge server if said requested content is not in said client-side cache.

20 15.   (Original) The method of claim 11, further comprising the step of requesting said content from a provider of said content if said requested content is not in said client-side cache.

16.   (Original) The method of claim 11, further comprising the step of
25 requesting said content from said remote source using a lower capacity link than a link that receives said content broadcast from a central server.

17.   (Currently Amended) A system for selecting digital content for broadcast delivery to multiple users, comprising:

30   a memory that stores computer-readable code; and

a processor operatively coupled to said memory, said processor configured to implement said computer-readable code, said computer-readable code configured to:

identify content of interest to multiple users; and

broadcast said content of interest to multiple users for storage in a client-

5   side cache, wherein said broadcast of said content is prioritized based on a hit rate of said content and wherein said hit rate is a ratio of a number of hits per unit of time.

18.   (Currently Amended) A system for storing digital content in a client-side cache, comprising:

10   a memory that stores computer-readable code; and

a processor operatively coupled to said memory, said processor configured to implement said computer-readable code, said computer-readable code configured to:

receive content broadcast from a central server, wherein said broadcast of said content is prioritized based on a hit rate of said content and wherein said hit rate is a

15   ratio of a number of hits per unit of time;

store said received content in said client-side cache if said content is of interest to a user;

determine if requested content is in said client-side cache before requesting said content from a remote source.

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19.   (Currently Amended) An article of manufacture for selecting digital content for broadcast delivery to multiple users, comprising:

a computer readable medium having computer readable code means embodied thereon, said computer readable program code means comprising:

25   a step to identify content of interest to multiple users; and

a step to broadcast said content of interest to multiple users for storage in a client-side cache, wherein said broadcast of said content is prioritized based on a hit rate of said content and wherein said hit rate is a ratio of a number of hits per unit of time.

30   20.   (Currently Amended) An article of manufacture for storing digital content in a client-side cache, comprising:

a computer readable medium having computer readable code means embodied thereon, said computer readable program code means comprising:

a step to receive content broadcast from a central server, wherein said broadcast of said content is prioritized based on a hit rate of said content and wherein said

5 hit rate is a ratio of a number of hits per unit of time;

a step to store said received content in said client-side cache if said content is of interest to a user;

a step to determine if requested content is in said client-side cache before requesting said content from a remote source.

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21. (Previously Presented) The method of claim 1, wherein said broadcast of said content is based on one or more of the following: a refresh rate and a time of last broadcast, a state of a cache model, and a broadcast profile.

15 22. (Previously Presented) The method of claim 5, wherein said broadcast of said content is based on one or more of the following: a refresh rate and a time of last broadcast, a state of a cache model, and a broadcast profile.

23. (Previously Presented) The method of claim 8, wherein said broadcast of

20 said content is based on one or more of the following: a refresh rate and a time of last broadcast, a state of a cache model, and a broadcast profile.

24. (Previously Presented) The method of claim 11, wherein said broadcast of said content is based on one or more of the following: a refresh rate and a time of last

25 broadcast, a state of a cache model, and a broadcast profile.